IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) A system, comprising:

a 3-D enabled electronic programming guide (EPG) ~~containing~~ including a plurality

of virtual worlds, wherein said plurality of virtual worlds is presented to a user for selection;

and

a presentation engine enabling a user to choose one of the virtual worlds

according to a preference and displaying program guide information within the chosen

virtual world.

2.   (Original) The system of Claim 1 wherein software architecture of the system resides

in a set-top box, a television, or a VCR.

3.   (Original) The system of Claim 1 wherein the presentation engine has a plurality of

drivers, one of the drivers enabling the presentation engine to communicate with a television

system for replenishing programming information.

4.   (Original) The system of Claim 1 wherein a memory in the system contains a

plurality of objects, one class of objects providing the plurality of virtual worlds whose end

result is a view that a user gets.

5.   (Original) The system of Claim 4 wherein another class of objects contains a

pseudo-descriptive language describing schedule times, this class of objects having a channel

identification or title that can be converted into an actual channel number or program

identification.

6.   (Original) The system of Claim 5 wherein the class of objects containing the pseudo-

descriptive language includes localized aspects.

7.   (Original) The system of Claim 4 wherein another class of objects are non-EPG

objects including interaction objects used for e-commerce, one or more of the non-EPG

objects conflated with one or more virtual worlds.

8.   (Currently Amended) The system of Claim 1 wherein ~~there is a dynamic relationship~~

~~between the 2 content selected by the user and the selection of the~~ a virtual world <u>is</u>

<u>automatically selected by</u> presented by the presentation engine based on program content

<u>selected by a user</u>.

9.   (Currently Amended) The system of Claim [[I]] <u>1</u> wherein one of the virtual worlds

is displayed in a matrix of rectangular boxes.

10.   (Currently Amended) A method, comprising:

providing a 3-D enabled electronic programming guide (EPG) comprising a plurality

of virtual worlds wherein the plurality of virtual worlds is presented to a user for selection;

and

providing a presentation engine enabling a user to choose one of the virtual worlds

and displaying program guide information within the chosen virtual world.

11.   (Original) The method of Claim 10 further comprising the step of providing a

plurality of objects in a memory of the EPG.

12.   (Original) The method of Claim 11 wherein the memory is stored in a set-top box, a

television system, or a VCR..

13.   (Original) The method of Claim 11 wherein one class of objects provides the

plurality of virtual worlds whose end result is a view that a user gets.

14.   (Original) The method of Claim 13 wherein the virtual worlds contain a plurality of

other objects, each object linked to an item to display.

15.   (Currently Amended) The method of Claim 11 wherein one class of objects contains

comprises a pseudo-[[2]] descriptive language describing schedule times, this class of objects

having a channel identification or title that can be converted into an actual channel number or

program identification.

16.   (Currently Amended) The method of Claim 15 wherein the class of objects

~~containing~~ comprising the pseudo-descriptive language includes localized aspects.

17.   (Original) The method of Claim 11 wherein one class of objects are non-EPG objects

including interaction objects used for e-commerce, the non-EPG objects conflated with the

plurality of virtual worlds.

18.   (Currently Amended) The method of Claim 10 further ~~providing for a dynamic~~

~~relationship between the content selected by the user and the selection of the~~ comprising

automatically selecting a virtual world based on user selections of program content.

19.   (Original) The method of Claim 10 wherein one of the virtual worlds is displayed in a

matrix of rectangular boxes.

20.   (Currently Amended) A machine-readable storage medium tangibly embodying a

sequence of [[2]] instructions executable by the machine to perform a method for providing

for a 3-D enabled electronic programming guide (EPG), the method comprising:

        providing a plurality of objects in a memory of the EPG, one class of objects

comprising one or more virtual worlds ~~whose end result is a view a user gets~~ for selection;

        providing a presentation engine with a plurality of drivers, one of the drivers enabling

the presentation engine to communicate with a television system for replenishing

programming information; and

providing ~~a plurality of~~ <u>and displaying a</u> virtual ~~worlds~~ <u>world with program</u>

<u>information based on selection of said plurality of objects</u> using the presentation engine.

21.   (Original) The machine-readable storage medium of Claim 20 wherein software

architecture of the system resides in a set-top box, a television, or a VCR.

22.   (Original) The machine-readable storage medium of Claim 20 wherein the

presentation engine has a plurality of drivers, one of the drivers enabling the presentation

engine to communicate with a television system for replenishing programming information.

23.   (Currently Amended) The machine-readable storage medium of Claim 20 wherein

another class of objects ~~contains~~ <u>includes</u> a pseudo-descriptive language describing schedule

times, this class of objects having a channel identification or title that can be converted into

an actual channel number or program identification.

24.   (Original) The machine-readable storage medium of Claim 23 wherein the class of

objects containing the pseudo-descriptive language includes localized aspects.

25.   (Original) The machine-readable storage medium of Claim 20 wherein another class

of objects are non-EPG objects including interaction objects used for e-commerce, the

non-EPG objects conflated with the plurality of virtual worlds.

26.   (Currently Amended) The machine-readable storage medium of Claim 20 wherein

~~there is a dynamic relationship between content selected by the user and the selection of~~ the

method further comprises automatically selecting a virtual world based on user selection of

program content.

27.   (Original) The machine-readable storage medium of Claim 20 wherein one of the

virtual worlds is displayed in a matrix of rectangular boxes.

28.   (Withdrawn) The machine-readable storage medium of Claim 20 wherein a user of

the system chooses a virtual world to display programming information.

29.   (Original) The machine-readable storage medium of Claim 20 wherein a programmer

chooses a virtual world to display programming information.

30.   (Original) The machine-readable storage medium of Claim 20 wherein a programmer

and a user choose a virtual world to display programming information.